


[Web](#) [Images](#) [Groups](#) [News](#) [Froogle^{New!}](#) [more »](#)

3d polygonal volume model in geographic info

[Advanced Search](#)
[Preferences](#)

"in" is a very common word and was not included in your search. [\[details\]](#)

Web Results 1 - 10 of about 1,500 for **3d polygonal volume model in geographic information system**. (0.21

: **Volume 14, Issue 4**, Hierarchical triangulation for ...

... of the 1994 symposium on **Volume** visualization, p ... coherence, CVGIP:
 Graphical **Models** and Image ... **3D** representations for software visualization
 Proceedings of the ...
[portal.acm.org/ citation.cfm?](http://portal.acm.org/citation.cfm?id=225294.225297&dl=GUIDE&dl=ACM&idx=225294&part=periodical&a...)
id=225294.225297&dl=GUIDE&dl=ACM&idx=225294&part=periodical&a... -

[Similar pages](#)

Sponsored Links

[The Multi Model Shop](#)

Digital **3d** models for sale -
 direct download, no free stuff
www.3-d-models.com

[See your message here...](#)

[Adaptive Real-Time Level-of-Detail-Based Rendering for Polygonal ...](#)

... and Computer Graphics archive **Volume 3**, Issue ... dependent rendering for large
polygonal datasets, Proceedings ... sixth international conference on **3D Web**
 technology ...

[portal.acm.org/ citation.cfm?](http://portal.acm.org/citation.cfm?id=614372&dl=ACM&coll=portal&CFID=11111111&CFTOKEN=2222222)

id=614372&dl=ACM&coll=portal&CFID=11111111&CFTOKEN=2222222 - [Similar pages](#)

[[More results from portal.acm.org](#)]

[Open Directory - Computers: Software: Graphics: 3D: Rendering and ...](#)

... application to design wireframe, **polygonal**, and hybrid ... Flagship product HueSpace
 SDK, **3D volume** rendering software ... JPatch - Open source **3D**-patch modeler and ...
[dmoz.org/Computers/Software/Graphics/ 3D/Rendering_and_Modelling/](http://dmoz.org/Computers/Software/Graphics/3D/Rendering_and_Modelling/) - 26k - May 23,
 2004 - [Cached](#) - [Similar pages](#)

[PDF] [Computational Geometry Algorithms Library in Geographic ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

... A **3D**-object, which is given by its **polygonal** vector representation ... show results of
 this method for convex **3D**-objects. ... Geom., **volume 1148** of Lecture Notes Comput ...
www.giscience.org/GIScience2000/papers/136-Verbree.pdf - [Similar pages](#)

[CVGIP - Graphical Models and Image Processing, volume me 54 \(1992\)](#)

... Graphical **Models** and Image Processing, **volume 54** (1992 ... Goodrich, MT, A
Polygonal Approach to Hidden-Line and ... Thirion, JP, Realistic **3D** Simulation of
 Shapes and ...

[www.ph.tn.tudelft.nl/ PRInfo/volumes/CVGIP.-](http://www.ph.tn.tudelft.nl/PRInfo/volumes/CVGIP.-)

[Graphical.Models.and.Image.Processing.54.html](#) - 7k - [Cached](#) - [Similar pages](#)

References

... Intelligent transmission of **3D polygonal models**. ... A hierarchical triangle-based
model for terrain description. In Lecture Notes in Computer Science, **volume N.639** ...
[www.cl.cam.ac.uk/Research/Rainbow/publications/ pjcb/thesis/node112.html](http://www.cl.cam.ac.uk/Research/Rainbow/publications/pjcb/thesis/node112.html) - 26k -
[Cached](#) - [Similar pages](#)

[PDF] [Non-Photorealistic Rendering of Complex 3D Models on Mobile ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

... P., Garland, M., 1997: Survey of **Polygonal** Surface Simplification ... I., 1999: An
 adaptive framework for **3D** graphics over ... In: Computers and Graphics, **Volume 23**,
 No ...

[cg.cs.uni-bonn.de/docs/publications/ 2002/hekmatzada-2002-NPRonPDA.pdf](http://cg.cs.uni-bonn.de/docs/publications/2002/hekmatzada-2002-NPRonPDA.pdf) -

[Similar pages](#)

[PDF] [References](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

... tree: A New Representation of **Polygonal** Objects Supporting ... Convention & Exposition Technical Papers, **Volume 3**, pp. ... Requirements for the Real Time **3D** Display of ...

www.sci.brooklyn.cuny.edu/~lori/dissertation/Ref.pdf - [Similar pages](#)

[blank](#)

... Line and **polygonal** features are similarly treated in a GIS ... by coordinate and time can include **volume** of sales ... can be printed, plotted or further displayed in **3D**. ...

www.vectorone.info/Publish/Thurston_J.html - 20k - [Cached](#) - [Similar pages](#)

[COMPUTER GRAPHICS - Storming Media](#)

... Proceedings, **Volume 2**. Curve and Surface Fitting ... Development Manual for **3D** World Virtual Environment ... Quadric-Based **Polygonal** Surface Simplification - 09 MAY ...

www.stormingmedia.us/cgi-bin/keywords.php?keywordID=676 - 26k - [Cached](#) - [Similar pages](#)

Google

Result Page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [Next](#)

[Search within results](#) | [Language Tools](#) | [Search Tips](#) | [Dissatisfied? Help us improve](#)

[Google Home](#) - [Advertising Programs](#) - [Business Solutions](#) - [About Google](#)

©2004 Google

Huynh, T., Betts, P. G. and Aillères, L. 2001. Three-dimensional Modelling of Lithospheric-scale Structures of South Australia. In: Jessell, M. J. 2001. General Contributions: 2001. Journal of the Virtual Explorer. ([PDF](#))

General Contributions: 2001

Three-dimensional Modelling of Lithospheric-scale Structures of South Australia.

Integrated Geological and Geophysical Modelling

There are many software packages designed to create three-dimensional geological models. It is not uncommon to find modelling packages specifically developed within a particular market, such as mine planning or seismic and basin analysis. The strengths and weaknesses of each usually reflect its origin. It has been necessary within the course of this investigation to combine the capabilities of more than one of the standard geology packages, which has involved using additional modules or 'plug-ins' developed in-house (Aillères, 2000). An approach involving the application of one geoscientific information system (MapInfo™) and three standard modelling packages (GM-SYS™, gOcad™ & Noddy™) was adopted.

GM-SYS™- 2D & 2 3/4D Modelling

The GM-SYS™ modelling system is a two-dimensional forward modelling program for calculating the gravity and magnetic response of a geologic model. The system allows for interactively creating and manipulating models to match the observed gravity and or magnetic data by; (i) changing the selected modelling parameters; and or (ii) by adjusting the model geometry. All geological bodies are modelled in the third dimension as dipping prisms of finite strike length in either 2 or 2 3/4 dimensions.

gOcad™ – Geological Objects Computer Aided Design

The gOcad™ modelling system is a data-based, three-dimensional modelling package that integrates external information through an object-oriented approach (Mallet, 1992). The three-dimensional modelling environment of gOcad™ allows representation and definition of sophisticated models that are topologically and geometrically consistent with many types of external geological information including, drillholes, level plans and cross-sections, seismic lines. The modelling framework allows for interactive manipulation, interpretation and visualisation of geological models comprising two basic model-types relevant to this investigation; (i) surface-type models representing geological and or structural boundaries; and (ii) grid-type models in which physical rock properties may be characterised in the defined model space. ([Click here to view 3D gOcad™ model](#); VRML plugin available at <http://www.parallelgraphics.com/>)

Noddy™

The Noddy™ modelling system is a knowledge-based, three-dimensional kinematic forward modelling package that evolves on information of an *a priori* level of understanding (Jessell, 1997b). The system allows for construction of conceptual geological models and calculations of a geophysical response (Jessell et al., 1993). The Noddy™ package enables the development of complex structural histories. A three-dimensional model can be constructed through the superposition of a series of deformations on an initial layer-cake stratigraphy. The potential field response of the modelled three-dimensional geometry can be calculated (Jessell et al., 1993; Jessell, 1997a).

Three-dimensional modelling procedure

The procedure for three-dimensional modelling of lithospheric-scale structures of South Australia in this investigation involves several stages. The modelling operation is depicted in Figure 3 and is briefly outlined below:

- *Stage 1 – 2 3/4D gravity modelling:* The first activity of this stage involves extracting gravimetric profiles from the South Australian Bouguer gravity field map and importing them into the GM-SYS™ software. External constraints such as rock outcrop and drillhole information from the South

Australian Geoscientific GIS dataset are then integrated to create a geological model for each profile.

- *Stage 2 – Surface modelling:* GM-SYS™ models are exported into formats compatible with gOcad™. The next phase involves the creation of opened or closed surfaces from the finite set of points generated from the GM-SYS™ models. The creation of a surface is strongly influenced by the set of control points, in which case, multiple scenarios must be examined to determine the best fit to both the data and geological understanding. The resultant surface model is built up gradually through interpolation between each profile, the effect of which provides a self-consistency test of the two-dimensional interpretations.

- *Stage 3 – Grid modelling:* This involves generation of a rectilinear grid model that encompasses the continuous volume of the gOcad™ surfaces. The volume elements within the grid model are directly analogous to the surface model and represent the in-fill volume of the generated polyhedra. From this three-dimensional model, a synthetic gravimetric field model is calculated through Noddy™ by assigning rock density values to the modelled regions.

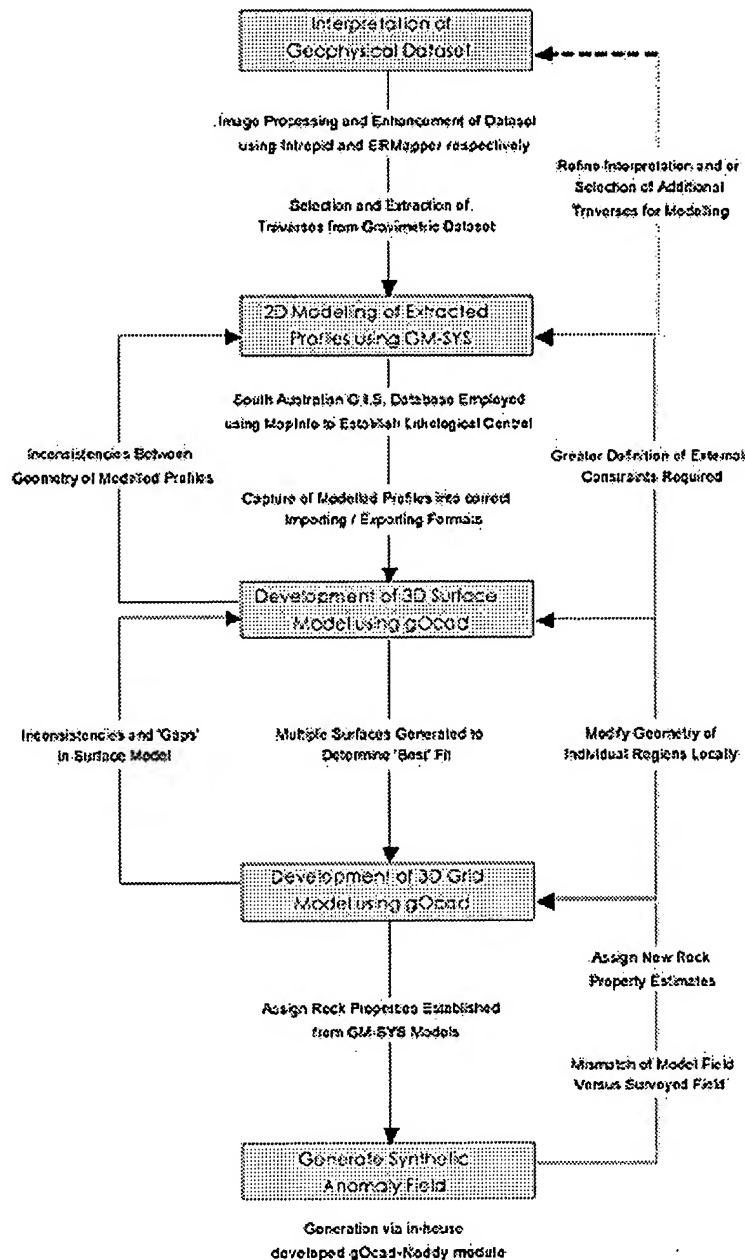


Figure 3. Schematic diagram showing the modelling operation used in this investigation.

Dominant Gravimetric Features

A number of relatively high gravimetric anomalies correspond to numerous crustal Palaeo- to Meso-proterozoic blocks (terrane) along the northern and western margins of the Archaean craton. These terranes have a distinctive gravimetric signature that can be mapped on the regional datasets and include the Mount Woods Inlier, the Peake and Denison Inlier, the Coober Pedy Ridge, the Mabel Creek Ridge and parts of the Ifould Complex (see Figure 2). A brief description and analysis of dominant gravimetric features of the Gawler Craton and its surrounds is given below.

Coober Pedy Ridge

The Coober Pedy Ridge is a large thrust-related, fault bounded elongated structural sliver of

continental crustal that lies unexposed in the northern central Gawler Craton (see Figure 2). This geophysically distinct terrane is characterised by a relatively high gravimetric anomaly that trends east-west and is cut by the regional-scale Karari Fault Zone (Rankin et al., 1989). The source of this regional feature may be attributed to the high iron content of supracrustal sequences comprising this crustal block (Finley, 1993; Betts, 1999). The abrupt boundary truncations of this gravimetric domain are manifested towards the northern and southern margins where they are defined by several different generations of folded thrusts (Betts, 1999). The consistently high amplitudes and short frequencies of this gravimetric feature reflect a relatively shallow-level source of the anomaly.

Mount Woods Inlier

The Mount Woods Inlier forms a geophysically discrete crustal block to the southeast margin of the Coober Pedy Ridge. It is characterised by a relatively high gravimetric response predominantly in the western domain from which a gradual easterly decrease in intensity is apparent (see Figure 2). This is attributed to an increase in the burial depth of the crustal block towards the east. The north-western boundary of this block and the south-eastern boundary of the Coober Pedy Ridge are separated by the east-west trending Cairn Shear (Betts, 1999).

Mabel Creek Ridge

The Mabel Creek Ridge is a predominantly polygonal-shaped crustal block situated immediately north of the Coober Pedy Ridge and is separated by the Mabel Creek Fault (Betts, 1999). The gravimetric signature of the Mabel Creek Ridge is dominated by a relatively moderate to high elongated, northeast trending anomaly in the south-western quadrant along the boundary with the Coober Pedy Ridge (see Figure 2). Towards the central and northern regions, the response is relatively low and is comparable in intensity to that of the background response of the Mulgathing Complex of the Archaean nucleus.

Peake & Denison Inlier

The Peake and Denison Inlier form an arcuate wedge of exposed Palaeoproterozoic metasediments and metavolcanics immediately adjacent to the north-eastern margin of the Gawler Craton (Flint, 1993b) (see Figure 2). The relatively high, internally varying gravimetric expression trends northwest and appears to form the northern part of a distinct broad northwest-southeast trending regional gravity anomaly that intersects the Stuart Shelf and parts of the north-western region of the Adelaidean Fold Belt.

Adelaidean Fold Belt

The Adelaidean Fold Belt outlines a continuous expanse of thick Neoproterozoic and Early Cambrian sedimentary sequences that extends from the south-eastern to central-eastern parts of South Australia (Parker, 1993a). The regional gravimetric response of the fold belt varies from relatively high to very high in the south and eastern regions to relatively low to moderate intensities in the central and north-western corner (see Figure 2). The western margin of the Adelaidean Fold Belt is defined by the curvilinear north-south trending Torrens Hinge Zone (Thomson, 1970), which is interpreted to represent the eastern margin of the Gawler Craton. The eastern and north-eastern margins of the fold belt are in spatial relation with the Curnamona Craton (Thomson, 1975) and associated supracrustal sequences of the Willyama, Mount Painter and Mount Babbage Inliers.

Gawler Range Volcanic Province

The central Gawler Craton exhibits a relatively low intensity, long wavelength and massive regional gravimetric anomaly in close spatial association with the Gawler Range Volcanics (see Figure 2). This relatively deep-level feature is suggested to represent a mafic body associated with underplating during partial melting of the lower crust (Creaser & White, 1991) and subsequent emplacement of the Hiltaba Suite Granitoids.

Fowler Orogenic Belt

The Fowler Orogenic Belt encompasses a large region of the western-central Gawler Craton and is predominantly composed of multiphase plutons of the Ifould Complex.



US Patent & Trademark Office

[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)Search: ☒ The ACM Digital Library ☐ The Guide

THE ACM DIGITAL LIBRARY

[Feedback](#) [Report a problem](#) [Satisfaction survey](#)[DL Home](#) → [periodical](#) → [Volume 14, Issue 4](#) → Citation

Hierarchical triangulation for multiresolution surface description

Full text [Pdf](#) (3.89 MB)**Source** [ACM Transactions on Graphics \(TOG\) archive](#)
Volume 14 , Issue 4 (October 1995) [table of contents](#)
Pages: 363 - 411
Year of Publication: 1995
ISSN:0730-0301**Authors** [Leila De Floriani](#)
[Enrico Puppo](#)**Publisher** ACM Press New York, NY, USA**Additional Information:** [abstract](#) [references](#) [citing](#) [index terms](#) [collaborative colleagues](#) [peer to peer](#)**Tools and Actions:** [Discussions](#) [Find similar Articles](#) [Review this Article](#)
[Save this Article to a Binder](#) [Display in BibTex Format](#)**DOI Bookmark:** Use this link to bookmark this Article: <http://doi.acm.org/10.1145/225294.225297>
[What is a DOI?](#)

↑ ABSTRACT

A new hierarchical triangle-based model for representing surfaces over sampled data is proposed, which is based on the subdivision of the surface domain into nested triangulations, called a hierarchical triangulation (HT). The model allows compression of spatial data and representation of a surface at successively finer degrees of resolution. An HT is a collection of triangulations organized in a tree, where each node, except for the root, is a triangulation refining a face belonging to its parent in the hierarchy. We present a topological model for representing an HT, and algorithms for its construction and for the extraction of a triangulation at a given degree of resolution. The surface model, called a hierarchical triangulated surface (HTS) is obtained by associating data values with the vertices of triangles, and by defining suitable functions that describe the surface over each triangular patch. We consider an application of a piecewise-linear version of the HTS to interpolate topographical data, and we describe a specialized version of the construction algorithm that builds an HTS for a terrain starting from a high-resolution rectangular grid of sampled data. Finally, we present an algorithm for extracting representations of terrain at variable resolution over the domain.

↑ REFERENCES

Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

- 1 [Pankaj K. Agarwal , Subhash Suri, Surface approximation and geometric partitions, Proceedings of the fifth annual ACM-SIAM symposium on Discrete algorithms, p.24-33, January 23-25, 1994,](#)

Arlington, Virginia, United States

- 2 A. Aggarwal , L. J. Guibas , J. Saxe , P. W. Shor, A linear-time algorithm for computing the Voronoi diagram of a convex polygon, Discrete & Computational Geometry, v.4 n.6, p.591-604, Sep. 1989
- 3 BANK. R. E. 1986. A posteriori error estimate. Adaptive local mesh refinement and multigrid iteration. In Multigrid Methods II. Lecture Notes in Mathematics, 1228, Springer-Verlag, New York, 7 22.
- 4 B[^]RaER[^], R., AND VAZQUEZ, A. N. 1984. A hierarchical method for representing relief. In Proceedings of the Peeora IX Symposium on Spatial Information Technologies for Remote ~ensing Today and Tomorrow (Sioux Falls, S.D., Oct.), 87-92.
- 5 Michela Bertolotto , Leila De Floriani , Paola Marzano, Pyramidal simplicial complexes, Proceedings of the third ACM symposium on Solid modeling and applications, p.153-162, May 17-19, 1995, Salt Lake City, Utah, United States
- 6 BERTOLOTTO, M., DE FLORIANI, L., AND MARZANO, P. 1995b. A unifying framework for multilevel description of spatial data. In Spatial Information Theory--A Theoretical Basis for GIS (Proceedings COSIT95), A. U. Frank and W. Kuhn, Eds., Lecture Notes in Computer Science 988, Springer, New York, 259-278.
- 7 Michela Bertolotto , Leila De Floriani , Enrico Puppo, Hierarchical Hypersurface Modeling, Proceedings of the International Workshop on Advanced Information Systems: Geographic Information Systems, p.88-97, February 28-March 04, 1994
- 8 BERTOLOTTO, M., MAGILLO, P., DE FLORIANI, L. 1995. Overlapping hierarchical maps. In Proceedings 3rd ACM Workshop on Advances in Geographic Information Systems (Baltimore, Md., Dec. 1-2).
- 9 CHEN, Z. T., AND TOBLER, W. R. 1986. Quadtree representation of digital terrain. In Proceedings of Autocarto (London), 475 484.
- 10 CIGNONI, R., PUPPO, E., AND SCOPIGNO, R. 1995. Representation and visualization of terrain surfaces at variable resolution. In Scientific Visualization 95, R. Scateni, Ed., World Scientific, Singapore, 50-68.
- 11 Paolo Cignoni , Leila De Floriani , Claudio Montani , Enrico Puppo , Roberto Scopigno, Multiresolution modeling and visualization of volume data based on simplicial complexes, Proceedings of the 1994 symposium on Volume visualization, p.19-26, October 17-18, 1994, Tysons Corner, Virginia, United States
- 12 Mark de Berg , Katrin Dobrindt, On levels of detail in terrains, Proceedings of the eleventh annual symposium on Computational geometry, p.426-427, June 05-07, 1995, Vancouver, British Columbia, Canada
- 13 Leila De Floriani, A Pyramidal Data Structure for Triangle-Based Surface Description, IEEE Computer Graphics and Applications, v.9 n.2, p.67-78, March 1989
- 14 DE FLORIANI, L., AND MAGILLO, P. 1995. Horizon computation on a hierarchical triangulated terrain model. Visual Comput. 11, 134 149.
- 15 Leila De Floriani , Enrico Puppo, A Hierarchical Triangle-Based Model for Terrain Description, Proceedings of the International Conference GIS - From Space to Territory: Theories and Methods of

Spatio-Temporal Reasoning on Theories and Methods of Spatio-Temporal Reasoning in Geographic Space, p.236-251, September 21-23, 1992

- 16 DE FLORIANI, L., MIRRA, D., AND PuPPo, E. 1993. Extracting contour lines from a hierarchical surface model. Comput. Graph. Forum. (EUROGRAPHICS Conference Issue) 12, 3 (Sept.), 249-260.
- 17 DE FLORIANI, L., FALCIDIENO, B., PIENOVI, C., AND NAGY, G. 1984. A hierarchical data structure for surface approximation. Comput. Graph. 8, 2, 475-484.
- 18 DE FLORIANI, L., GATTORNA, G., MARZANO, P., AND PUPPO, E. 1994. Spatial queries on a hierarchical terrain model. In Proceedings of the 6th International Symposium on Spatial Data Handling (Edinburgh, U.K., Sept. 5 9), 819-834.
- 19 DOUGLAS, D. H., AND PEUCKER, T. K. 1973. Algorithms for the reduction of the number of points required to represent a line or its caricature. Can. Cartogr. 10, 2, 112-122.
- 20 Nira Dyn , David Levine , John A. Gregory, A butterfly subdivision scheme for surface interpolation with tension control, ACM Transactions on Graphics (TOG), v.9 n.2, p.160-169, April 1990
- 21 Herbert Edelsbrunner, Algorithms in combinatorial geometry, Springer-Verlag New York, Inc., New York, NY, 1987
- 22 Herbert Edelsbrunner , Tiow Seng Tan, An upper bound for conforming Delaunay triangulations, Proceedings of the eighth annual symposium on Computational geometry, p.53-62, June 10-12, 1992, Berlin, Germany
- 23 G Farin, Triangular Bernstein-Be ´zier patches, Computer Aided Geometric Design, v.3 n.2, p.83-127, August 1986
- 24 FEKETE, G., AND DAVIS, L. S. 1984. Property spheres: A new representation for 3-D object recognition. In Proceedings of the Workshop on Computer Vision: Representation and Control. CS Press, Los Alamitos, Calif., 192-201.
- 25 Philip Fong , Hans-Peter Seidel, An implementation of triangular B-spline surfaces over arbitrary triangulations, Computer Aided Geometric Design, v.10 n.3-4, p.267-275, Aug. 1993
- 26 FOWLER, R. J., AND LITTLE, J. J. 1979. Automatic extraction of irregular network digital terrain models. Comput. Graph. 13, 3 (Aug.), 199-207.
- 27 GOMEZ, D., AND GUZM_~ , A. 1979. Digital model for three-dimensional surface representation. Geo-Processing 1, 53-70.
- 28 Michael F. Goodchild , Yang Shiren, A hierarchical spatial data structure for global geographic information systems, CVGIP: Graphical Models and Image Processing, v.54 n.1, p.31-44, Jan. 1992
- 29 Leonidas Guibas , Jorge Stolfi, Primitives for the manipulation of general subdivisions and the computation of Voronoi, ACM Transactions on Graphics (TOG), v.4 n.2, p.74-123, April 1985
- 30 HERSHBERGER, J., x~o SNOEYINK, J. 1992. Speeding up the Douglas-Peucker line simplification algorithm. In Proceedings of the 5th International Symposium on Spatial Data Handling (Charleston, S.C., Aug. 3-7), 134-143.
- 31 I~Rr~~ATTRtCK, D. G. 1983. Optimal search in planar subdivisions. SIAM J. Comput. 12, 28-35.

- 32 LEE, J. 1991. Comparison of existing methods for building triangular irregular network models of terrain from grid digital elevation models. Int. J. Geog. Inf. Syst. 5, 3, 267-285.
- 33 H. Pottmann , M. Eck, Modified multiquadric methods for scattered data interpolation over a sphere, Computer Aided Geometric Design, v.7 n.1-4, p.313-321, Jun. 1990
- 34 Franco P. Preparata , Michael I. Shamos, Computational geometry: an introduction, Springer-Verlag New York, Inc., New York, NY, 1985
- 35 RENKA, R. J., ^~o CLInIC, A. K. 1984. A triangle-based CI interpolation method. Rocky MT J. Math. 14, 1, 223-237.
- 36 S. Rippa, Minimal roughness property of the Delaunay triangulation, Computer Aided Geometric Design, v.7 n.6, p.489-497, Nov. 1990
- 37 Shmuel Rippa, Adaptive approximation by piecewise linear polynomials on triangulations of subsets of scattered data, SIAM Journal on Scientific and Statistical Computing, v.13 n.5, p.1123-1141, Sept. 1992
- 38 Hanan Samet, Applications of spatial data structures: Computer graphics, image processing, and GIS, Addison-Wesley Longman Publishing Co., Inc., Boston, MA, 1990
- 39 Lori Scarlatos , Theo Pavlidis, Hierarchical triangulation using cartographic coherence, CVGIP: Graphical Models and Image Processing, v.54 n.2, p.147-161, March 1992
- 40 Larry L. Schumaker, Computing optimal triangulations using simulated annealing, Computer Aided Geometric Design, v.10 n.3-4, p.329-345, Aug. 1993
- 41 SEIDEL, H. P. 1992. Polar forms and triangular B-spline surfaces. In Computing in Euclidean Geometry, D.-Z. Du and F. Hwang, Eds. World Scientific, Singapore.
- 42 SILVESTER, P. P., AND FERIRI, R. L. 1990. Finite Elements for Electrical Engineers. 2nd ed. Cambridge University Press, New York.
- 43 Brian Von Herzen , Alan H. Barr, Accurate triangulations of deformed, intersecting surfaces, ACM SIGGRAPH Computer Graphics, v.21 n.4, p.103-110, July 1987
- 44 Woo, T. C. 1985. A combinatorial analysis of boundary data structure schemata. IEEE Comput. Graph. Appl. 5, 3, 19-27.

↑ CITINGS 13

- Renato Pajarola, Large scale terrain visualization using the restricted quadtree triangulation, Proceedings of the conference on Visualization '98, p.19-26, October 18-23, 1998, Research Triangle Park, North Carolina, United States
- Tran S. Gieng , Bernd Hamann , Kenneth I. Joy , Gregory L. Schussman , Issac J. Trotts, Smooth hierarchical surface triangulations, Proceedings of the 8th conference on Visualization '97, p.379-386, October 18-24, 1997, Phoenix, Arizona, United States
- Peter Lindstrom , David Koller , William Ribarsky , Larry F. Hodges , Nick Faust , Gregory A. Turner, Real-time, continuous level of detail rendering of height fields, Proceedings of the 23rd annual conference on Computer graphics and interactive techniques, p.109-118, August 1996

Jan T. Bjørke , Stein Nilsen, Efficient representation of digital terrain models: compression and spatial decorrelation techniques, Computers & Geosciences, v.28 n.4, p.433-445, May 2002

Frédo Durand , George Drettakis , Claude Puech, Fast and accurate hierarchical radiosity using global visibility, ACM Transactions on Graphics (TOG), v.18 n.2, p.128-170, April 1999

Leila De Floriani , Paola Magillo , Enrico Puppo, Building and traversing a surface at variable resolution, Proceedings of the 8th conference on Visualization '97, p.103-ff., October 18-24, 1997, Phoenix, Arizona, United States

Chandrajit L. Bajaj , Valerio Pascucci , Guozhong Zhuang, Progressive compressive and transmission of arbitrary triangular meshes, Proceedings of the conference on Visualization '99: celebrating ten years, p.307-316, October 1999, San Francisco, California, United States

Leila De Floriani , Paola Magillo, Regular and irregular multi-resolution terrain models: a comparison, Proceedings of the tenth ACM international symposium on Advances in geographic information systems, November 08-09, 2002, McLean, Virginia, USA

Peter J. C. Brown, Intelligent transmission of 3D polygonal models, ACM SIGGRAPH 97 Visual Proceedings: The art and interdisciplinary programs of SIGGRAPH '97, p.176, August 03-08, 1997, Los Angeles, California, United States

Axel Friedrich , Konrad Polthier , Markus Schmies, Interpolation of triangle hierarchies, Proceedings of the conference on Visualization '98, p.391-396, October 18-23, 1998, Research Triangle Park, North Carolina, United States

Renato Pajarola , Marc Antonijuan , Roberto Lario, QuadTIN: quadtree based triangulated irregular networks, Proceedings of the conference on Visualization '02, October 27-November 01, 2002, Boston, Massachusetts

Leila De Floriani , Paola Magillo , Enrico Puppo, Efficient implementation of multi-triangulations, Proceedings of the conference on Visualization '98, p.43-50, October 18-23, 1998, Research Triangle Park, North Carolina, United States

Luiz Velho , Luiz Henrique de Figueiredo , Jonas Gomes, A unified approach for hierarchical adaptive tessellation of surfaces, ACM Transactions on Graphics (TOG), v.18 n.4, p.329-360, Oct. 1999

↑ INDEX TERMS

Primary Classification:

I. Computing Methodologies

↪ I.3 COMPUTER GRAPHICS

↪ I.3.5 Computational Geometry and Object Modeling

↪ **Subjects:** Curve, surface, solid, and object representations

General Terms:

Algorithms, Design

Keywords:

hierarchical subdivision, multiresolution surface model, terrain model, triangulation

↑ **Collaborative Colleagues:**

<u>Leila De Floriani:</u>	<u>Silvia Ansaldi</u>	<u>Mohammed Mostefa Mesmoudi</u>
	<u>Michela Bertolotto</u>	<u>Mostefa M. Mesmoudi</u>
	<u>Elisabetta Bruzzone</u>	<u>Claudio Montani</u>
	<u>Paolo Cignoni</u>	<u>Franco Morando</u>
	<u>Emanuele Danovaro</u>	<u>George Nagy</u>
	<u>Bianca Falcidieno</u>	<u>Monica Pellegrinelli</u>
	<u>Annie Hui</u>	<u>Caterina Pienovi</u>
	<u>Philippe Jeanne</u>	<u>Enrico Puppo</u>
	<u>Paola Magillo</u>	<u>Roberto Scopigno</u>
	<u>Paola Marzano</u>	<u>Davide Sobrero</u>
<u>Enrico Puppo:</u>	<u>Michela Bertolotto</u>	<u>Paola Marzano</u>
	<u>Elisabetta Bruzzone</u>	<u>Mohammed Mostefa Mesmoudi</u>
	<u>Paolo Cignoni</u>	<u>Mostefa M. Mesmoudi</u>
	<u>Emanuele Danovaro</u>	<u>Mostefa Mohammed Mesmoudi</u>
	<u>Leila De Floriani</u>	<u>Claudio Montani</u>
	<u>Giuliana Dettori</u>	<u>Franco Morando</u>
	<u>Leila De Floriani</u>	<u>Roberto Scopigno</u>
	<u>Leila de Floriani</u>	<u>Davide Sobrero</u>
	<u>Paola Magillo</u>	
	<u>Paola Marino</u>	

↑ **Peer to Peer - Readers of this Article have also read:**

- Data structures for quadtree approximation and compression
Communications of the ACM 28, 9
Hanan Samet
- A hierarchical single-key-lock access control using the Chinese remainder theorem
Proceedings of the 1992 ACM/SIGAPP Symposium on Applied computing
Kim S. Lee , Huizhu Lu , D. D. Fisher
- 3D representations for software visualization
Proceedings of the 2003 ACM symposium on Software visualization
Andrian Marcus , Louis Feng , Jonathan I. Maletic
- Probabilistic surfaces: point based primitives to show surface uncertainty
Proceedings of the conference on Visualization '02
Gevorg Grigoryan , Penny Rheingans
- Efficient simplification of point-sampled surfaces
Proceedings of the conference on Visualization '02
Mark Pauly , Markus Gross , Leif P. Kobbelt

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2004 ACM, Inc.
[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)